Feature	Do Not	Caution	Okay
2D sprites	2D game objects used to display 2D sprites may not render well on all platforms.		Use 3D game objects and planes to display sprites.
AI Navigation		Probably not supported yet for use with Unity Terrain and Unity scene objects, not sure about other stuff	
Audio mixers	Do not add audio sources to a scene that do not connect to one of the Music, Ambience, or Effects mixers (or a mixer that connects to one of those)	Audio mixer settings are applied across an entire project, so be wary of adding effects to the Music, Ambience, or Effects master mixers	Add your own additional custom mixers to apply effects
Baked Lighting	Baked lighting is not supported and it is unlikely it will be		Design your room with only real-time lighting in-mind
Baked Reflection Probes		Baked reflection probes are supported, but reflection in general is tough on perf on some systems. Use sparingly.	
Camera	Create a new camera, edit, or reassign current camera scripts.	Non-OOBE camera tools are not currently supported	
Cookies (lighting)	Rec Room Studio shaders are based on Universal Render Pipeline, which does not support cookies		
Fonts	Font materials currently do not have a RRStudio compatible shader		
Game Mode: Play/Pause/Stop	Do not use game mode to test or play things you make in Rec Room Studio		Use the Play button in the Rec Room Studio window to test your room on your local machine, or select Upload & Build to be able to play your room in Rec Room on any device
Installing and Updating	Keep Rec Room Studio open while updating.	If you have already installed Unity, or previous versions of Rec Room Studio, make sure you close Unity before installing Rec Room Studio updates.	Restart your PC, and try installing again if the update does not install or is stuck.
Installing Unity Editor		The current version of RecRoomStudioInstaller.exe may not automatically add Unity Editor to your Unity Hub.	In Unity Hub, click Installs > Locate > go to C:\Program Files\Unity\Hub\Editor\2020.3.33f1\Editor > select Unity.exe and click Select Editor
Inventions	Inventions in your palette are not accessible from RRStudio, and you cannot make inventions from Unity Scene objects or from within the editor		Add inventions to your room while in-game with the Maker Pen
Maker Pen Objects		Adding and cloning Maker Pen Objects in-editor is an in-progress feature, and not all functions behave as expected yet for all object types	Add and clone Maker Pen Objects in the game
Maker Pen Shapes		Maker Pen shapes represented in Rec Room Studio are not entirely accurate, and will show the old bevel style. Check Maker Pen Shapes in-game to see them accurately.	
Material Type		Metallic workflow is not supported on all shader types. Use Rec Room Studio/Lit for metallic materials.	Use specular settings for textures and materials
Moods Room Settings	If you add a skybox or otherwise change lighting settings in Rec Room Studio, your moods settings may get stomped. If you do not want this to happen, double-check the lighting settings that you don't have a skybox set before uploading.	Moods rooms settings still function in-game, but won't show correctly in the Rec Room Studio Editor	

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Networked Interactions		Unity scene events should be triggered by Studio Event Sender chips set to "All" to trigger for all players in a room. Per-frame sync between players in a room is not currently supported.	Use Chips and Gizmos in the Maker Pen palette for player interactions you need to be synced.
Open a new Room in Studio		Sometimes an error will appear in the Unity console log when opening a new room. i.e. "Parent directory must exist before creating asset at: Assets/RecRoomStudio/RuntimeData/roomName-RecRoomObjects.unity"	1. Try closing Unity and re-launching it. 2. Reimport all 3. Open a different room, and re-open the previous room.
Performance: Assets	Do not use assets that are large		Use best practices to keep unique assets used in a scene small and few in number (e.g. save textures as .png files at 256x256 px size, compress audio mp3s real smol)
Performance: Heat (runtime memory use)		Rooms with a lot of chips may have trouble loading	
Player spawning			Add a "Welcome Mat V1 (Legacy)" to your scene
Post-processing Camera Effects	Camera effects such as bloom are not yet supported in Rec Room Studio		
Prefabs used across multiple rooms		Prefabs saved in a Rec Room Studio project are shared across all scenes on the local disk. If you want to edit a prefab to be different in one subroom but not other subrooms, create a prefab variant to edit.	
ProBuilder Meshes		Default ProBuilder settings adds a mesh collider, and has auto-resize colliders off	Change mesh colliders to box colliders instead, and turn on auto-resize colliders
Reflections		Reflection probes can be added to the scene and textures can have reflection, but it's tough on perf and visualizations in Rec Room Studio may not be representative	
Rigidbody Physics	Rigidbodies on Unity scene objects are not currently supported by Rec Room Studio		
Room template support	You can only open and create in rooms that are based out of the Maker Room template.		Create new rooms by starting with the Maker Room template
Scripting	Scripting is not supported, and cannot be		Use the Maker Pen in game to build logic using circuits. Use the Send Studio Event Studio Event chips to pass basic variable values to Unity scene objects.
Shaders	Do not use custom shaders		Set all shaders on elements to use Rec Room shaders
Skybox		Some advanced skyboxes will not render correctly in Editor, but will in-game. Mood chips are currently overwritten and do not work when configured in-game.	
Subscenes	Subscenes currently do not work		

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Terrain	Terrain holes are not supported on Quest/Mobile. Please do not use them, you will be blocked from uploading.	Most terrain features are currently WIP. Be wary of using texture painting, normal map tiling, painted trees. Please let us know of any issues not noted here.	A single, simple terrain used in a scene. Try and use a minimum amount of terrain shader layers. Terrain painted details seem to work
Terrain Shader Layers on iOS/Android/Quest/Pico		~~Terrains with painted material show up weirdly shiny/foggy looking on iOS and Android builds~~	Issues with terrain shaders should be fixed as of the latest RRS update! Please let us know if you're still seeing glossy/reflective textures in some platforms but not in others
TestMeshPro (3D and 2D)	Do not use 3D TMP or 2D Text objects		Use 3D Text.
Text		There are currently no supported Text shaders for Rec Room Studio	
Timelines	Timelines are not yet supported in Rec Room Studio		
Undo to add or remove Orange Scene Objects (Rec Room Objects)		Using undo with orange scene objects may not work as expected if adding or deleting objects	
Unity UI		Use all Unity UI features with caution. A canvas set to camera overlay with panel objects can be used as a HUD, but only appears to work on screens platforms (not VR) so far. Buttons do not yet appear to function.	Use world space canvases for UI
Video	URL Video Players are currently not allowed	Render Textures work with video on screens and VR, but can easily make your room download size huge. Use sparingly and a low resolution.	

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